

Curse of the Pharaoh

Welcome to the Valley of the Kings, Luxor, Egypt.

It is 23 April 1894, and the excavation season is ending as the baking sun makes digging unbearable.

However, Sir William Saville's archaeological team from Oxford University has made a startling discovery: the tomb of a previously unknown XVIth Dynasty pharaoh. So tonight, the team and their guests will enjoy a slap-up dinner to celebrate.

But while the archaeologists make merry, dark clouds gather. Internal tensions burst to the surface, and one of the local diggers is brutally murdered...

Welcome to *Curse of the Pharaoh!*

In *Curse of the Pharaoh*, the dinner party to celebrate the tomb's discovery will be played out during a single evening. However, not everyone is as they seem. Some (well, all) have mysterious secrets and will do anything to prevent them from being revealed.

Dinner is served!

What is included in *Curse of the Pharaoh*?

- A step-by-step guide on how to run the game.
- Character booklets for each guest, including background, goals and objectives, rules, and special abilities.
- Item cards and name badges.
- Handouts and other essential items.
- The solution!

How many people are needed for *Curse of the Pharaoh*?

Curse of the Pharaoh is for 6 to 19 guests—plus one host (the game coordinator). The step-by-step guide explains which characters to omit if you have fewer than 19 guests (you do need at least 6, however).

Number of guests	Male characters	Female characters	Characters that can be played by anyone
6	2	2	2
7	2	2	3
8	2	3	3
9	2	3	4
10	2	3	5
11	3	4	4
12	3	4	5
13	4	5	4
14	4	5	5
15	4	5	6
16	5	6	5
17	5	6	6
18	6	7	5
19	6	7	6

If you have even more guests, we have a few free extra characters for *Curse of the Pharaoh* available on our website.

How does *Curse of the Pharaoh* work?

Curse of the Pharaoh runs for three or four hours and suits a buffet meal. One person is the Servant and acts as organizer, responsible for making sure everything runs smoothly. The host does not count toward the maximum or minimum number of players.

Your guests will be present at an archaeological dig in 19th-century Egypt. They have their own goals and agendas, and how they choose to achieve those goals is up to them. *Curse of the Pharaoh* is an evening of double-dealing, intrigue, mysterious powers and even murder!

Where can I purchase *Curse of the Pharaoh*?

Curse of the Pharaoh is available from freeformgames.com. We accept all major payment methods.

When you purchase the game, you'll be taken to a page where you can download it right away.

We will also email you a download link and password, so you can collect your game later if that's more convenient.

What if I don't like *Curse of the Pharaoh*?

We offer a cast-iron, no quibble guarantee. If you're not completely satisfied with *Curse of the Pharaoh*, let us know within 30 days and we will refund you.

Curse of the Pharaoh was last night. It went soooooo well that I would just like to thank you for doing an amazing job. Thank you! I thought it was perfect. Absolutely amazing. Me and my friends had the best time, with relatively no work on my part. Four months later and my friends are STILL talking about it. It let us get really creative, and yet we all saw a competitive side of our friends that we hadn't seen before. **Emma B**



We did *Curse of the Pharaoh* for my birthday and had a blast! I was so impressed with the game, the flow and of course everyone's costumes. Super fun! **Laura B**



I ran *Curse of the Pharaoh* last weekend. It was amazing!! All the guests loved it, and I'm incredibly excited to do another one. The detailed, sophisticated character descriptions and clear, interesting objectives got people invested in their characters to a degree I haven't seen with other games (this is my seventh murder mystery party, but my first from Freeform Games). As the host, I had a blast running the game. I loved helping people murder and pickpocket. I'm not switching to another murder mystery company until I've done all your games! **Alice M**



THE CAIRO GAZETTE

23rd April 1894

The leading English-language newspaper of the Egyptian colony

Oxford Team Strikes It Lucky

The archaeological team led by Sir William Saville, which has been digging in Luxor's Valley of the Kings since September last, has hit the jackpot with the exposure of a fine XVIIIth-Dynasty tomb doorway in apparently undisturbed ground. Who knows what may lie beyond? 'This could be the answer to all our dreams—a fully intact pharaonic tomb!' exclaimed Sir William, his eyes gleaming with that passion we all know and respect.

The site will hold particular poignancy for the team's esteemed leader, as it is just a mile from where he first made his professional name as a rising young archaeological star, in 1870, with the discovery of the Eye of Horus, the striking malachite plaque recently stolen from the Ashmolean Museum in Oxford. Sir William's partner on that dig was the talented Harry Flinders, tragically stuck down by scorpion sting that same day—how great a loss to archaeology he may have been, we shall never know. 'I dedicate this new find to Harry's memory,' said Sir William, wiping away a tear.

Assisting Sir William on the excavation are noted lady archaeologist Miss Ariadne Price-Evans, and students Mr Hugh Carlaw and Miss Helen Mackinnon.

Illegal artefact dealing on the rise

It is undoubtedly true that the theft of artefacts from archaeological excavations around Luxor has risen lately, under the nefarious influence of a trading ring led by a shadowy figure known as 'Mr Big'. It is not only the natives who are irked by this gentleman's antics! It is feared that corrupt archaeologists may even sell directly to these criminals and hence onwards to private collectors, as well as the more usually-suspected thievery by native diggers.

Another theory is that the Egyptian political-intellectual class is wary of their land used as a pawn in the rivalries of European nations. Understandably perhaps, they have no desire to see bloody battle waged on the banks of the Nile over an affair which is no quarrel of theirs. However reasonable this belief may at first sound, the clear fact is that Egypt is far better off under British rule than German or French. (The 'independence' some are calling for is not even worth discussing.) So, any sacrifices the Egyptians are called upon to make for the defence of British power will be well worthwhile. And we may be assured that any further attempts by rabble-rousers to foment peasant unrest will be met with firmness by the colonial authorities!

Superstitious Natives Restless

The *Gazette* notes with concern that relations between the native Egyptian community and their British superiors have taken an alarming trend for the worse in recent months. It seems the local folk are no longer willing to meekly kowtow to the policies we institute on their behalf.

Rather than attempt to secure an interview with a native Egyptian, from which little of value could likely be learned, we spoke to renowned expert on native affairs Major Ray Siste.

'Your Egyptian's a peaceable enough fellow six days out of seven. But prod him in a sensitive spot, and he'll be hopping up and down with rage! And one thing he can't abide is the idea that his precious artefacts are being mistreated! Seems he don't mind so much if they go to museums or universities—it's when they're disposed of illegally, and sold by unscrupulous dealers to private collectors, that he really can't abide it. Something to do with ritual significance of the items concerned, or some such stuff and nonsense—he's a superstitious chap, your basic Egyptian in the bazaar. Forever worrying about ancient evils being raised from the tomb by careless Westerners and such. Why, it fair makes us old Egypt hands laugh, to hear the natives wail about tampering with knowledge man was not meant to wot of.'

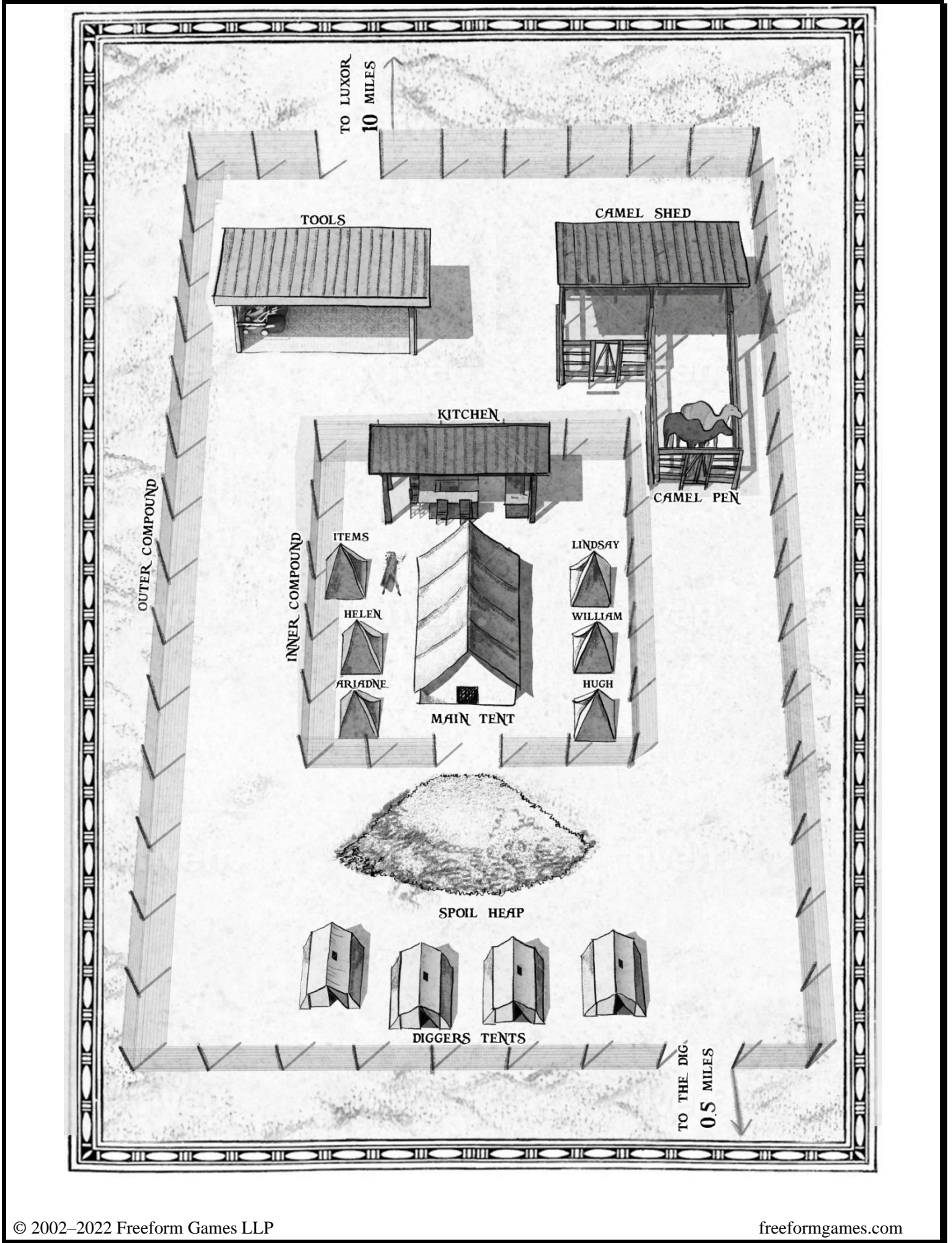
War More Likely In Colonies Than Europe, Says PM

The Prime Minister spoke to calm the nerves of Parliament after the recent flood of ill-informed gossip about the proximity of European War. 'Her Majesty's Government is fully aware that our bellicose neighbours are arming themselves more capably and in greater numbers than we have seen for generations. A newly-united Germany keen to prove itself on the world stage, and a France desperate for a last chance at greatness, represent real dangers, and in response, we too have commenced a military build-up.

'At times of danger like these, it falls to the civilized nations—foremost among them, of course, ourselves—to keep the peace. And be sure, we will keep it—by the exercise of massive force, if necessary!

'But the people of Britain need have no fear. If there is war, it will be a war of Empire and will be fought in the far-flung provinces and colonies, not here in our homes. And, it need hardly be added, Britain will be victorious!

(Shouts of 'Huzzah!' from all sides of the House.)



Cast of characters

- **Sir William Saville:** renowned archaeologist and leader of the dig
- **Ariadne Price-Evans:** veteran translator of Egyptian inscriptions
- **Hugh Carlaw:** enthusiastic young student
- **Helen Mackinnon:** the belle of Oxford
- **Shahfeez Merouf:** mysterious Arab, the Curator of the Luxor Museum
- **Alvy Spanheim:** Cultural Attaché at the German Consulate
- **Eva de Chalons:** dilettante and art connoisseur
- **Lindsay Wilde:** also wild by nature, a brooding misfit on the archaeological scene
- **Pol Tregarne:** Detective Sergeant in the Colonial Police
- **Alex McQueen:** Detective Constable in the Colonial Police
- **Armand Lenoir:** leader of a French excavation nearby
- **Marie-Claire Guiscard:** hard-working assistant to Lenoir
- **Tariq al-Mansoor:** wealthy collector of Egyptian antiquities
- **Fatima al-Mansoor:** wealthy collector of Egyptian antiquities
- **Professor Reginald Mathers:** respected archaeologist from Cambridge
- **Lady Jane Fortescue:** noble widow and archaeological dilettante
- **Chris Kovacs:** young Hungarian student
- **Reverend Godfrey Fox:** Cambridge-based church minister
- **Angela Fox:** Mathers' administrative assistant

